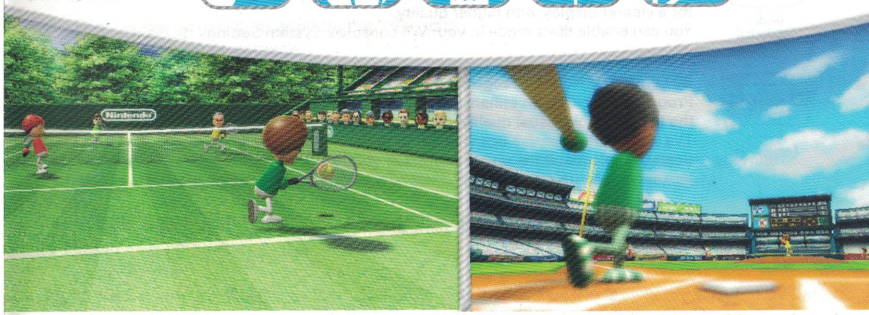
Wii™

Wii Sports™



INSTRUCTION BOOKLET

Vimm's Lair

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT AND THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THESE CONTAIN IMPORTANT HEALTH AND SAFETY INFORMATION.

60Hz (480i) Mode
60Hz mode (unlike 50Hz mode) is not supported by every TV.
On TVs that support 60Hz mode (PAL60 compatibility) this game can be displayed at 60Hz for a clearer display with higher quality.
You can enable 60Hz mode in your Wii console's System Settings (Screen).

EDTV / HDTV (480p) – Progressive Scan
Progressive Scan is an enhanced display mode that enables the Wii console to present the best possible visual quality. Most high definition TVs and some standard definition TVs support Progressive Scan (480p). To determine whether your TV supports Progressive Scan (480p) consult the user's manual of your TV or contact the manufacturer.
You can enable this mode in your Wii console's System Settings (Screen).

NOTE: EDTV / HDTV (480p) requires the use of a Wii Component AV Cable (sold separately).

DOLBY PRO LOGIC II

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Manufactured under license from Dolby Laboratories.
This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.

Nintendo

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12 MONTH WARRANTY FOR Wii™ GAME DISC

REV-A

The benefits conferred by this Warranty are in addition to all other conditions, warranties and statutory remedies in respect of this Wii™ Game Disc (**Game Disc**) which the consumer may have under the Trade Practices Act 1974 (Commonwealth) and/or similar State, Territory or Country Laws.

Nintendo Australia Pty Limited **(Nintendo)** warrants this Game Disc to be free of defects in materials, workmanship and manufacturing to the original purchaser for a period of **twelve months** from the date of original purchase, and upon presentation of the purchase receipt. This warranty only applies to products that are distributed by Nintendo Australia Pty Limited.

1. Nintendo will, at its option and subject to the terms and conditions stated below, repair or replace free of charge this Game Disc or any component part, which upon examination by Nintendo is found to be defective in materials, workmanship or manufacturing.

2. This Warranty shall not apply:
   (a) If the Game Disc has been subjected to misuse, abuse, accident or want of care.
   (b) If the Game Disc has been modified and/or tampered with.
   (c) If a repair has been made or attempted to the Game Disc by the purchaser or their agent.
   (d) If the Game Disc fails due to causes unrelated to defective materials, workmanship or manufacturing.
   (e) If the Game Disc is not used at all times in accordance with the instruction booklet, Wii™ Operations Manual or other documentation provided by Nintendo.

3. The following are not covered by this Warranty:
   (a) Liquid/Moisture damage;
   (b) Scratched or damaged discs;
   (c) Wear and tear;
   (d) Data loss.

4. Nintendo does not accept any liability pursuant to this Warranty for any consequential damage or economic loss whether direct or indirect, to any person or property.

5. Nintendo's liability under the Warranty is limited to the lesser of the replacement cost or repair cost of the Game Disc.

6. If, after inspecting the Game Disc, Nintendo determines that the fault is not covered by the warranty for whatever reason, or that there is no fault, you will be liable for service or appraisal charges.

This Warranty is given by Nintendo and no other person or organisation is authorised to vary its provisions and conditions.

Before returning a Game Disc for service:
Visit our web site www.nintendo.com.au *OR*
Contact **Nintendo Customer Service** on **(03) 9730 9822**
for Warranty and Repair information and all other general enquiries.
Hours of operation: 9:00am to 5:00pm Monday to Friday (EST)

NINTENDO AUSTRALIA HEAD OFFICE
Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179 Australia

Vimm's Lair

Welcome to Wii Sports!

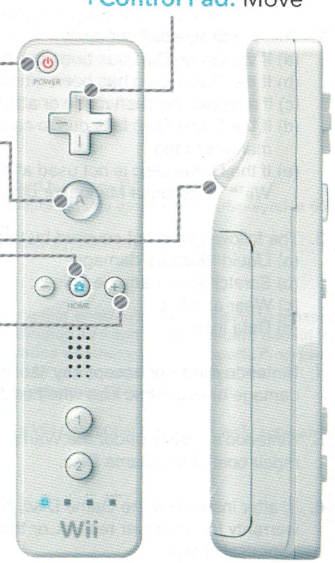
With the Wii Remote, sports games have never felt better! Swing, hit, and throw like a natural with the Wii Remote.

With Wii Sports, you are a pro athlete, experience realistic sports sensations with controls that are close to the actual sports motions.

Using the Mii Channel, create caricatures of your friends and family and put them all right in the game with you.

With controls this simple, everyone can play, friends and family alike!

For specific information on how to play each sport, please see that sport's section of the instruction booklet.


+Control Pad: Move
Power Button: Turn power on or off
A Button: Confirm
B Button: Return to previous screen
HOME Button: Open/close the HOME menu
+ Button: Open/close the pause menu
Wii

Make sure that there are no people or objects around you before you play.

If you're feeling tired, take a rest.

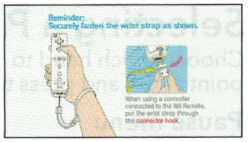
Getting Started

If your Wii console is on or is in standby mode, simply insert the Wii Sports Game Disc into the disc slot. Read the screen and press the A Button to move on.

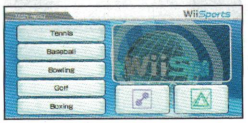
You can insert a Wii Game Disc even if the Wii console's power is turned off. To play on a TV that supports a 16:9 screen ratio, select 16:9 HD/ED from the Wii Settings and adjust your television's screen ratio. Please refer to the Wii Operations Manual for more information.

Point the cursor at the Disc Channel on the Wii Menu and press the A Button.

On the Channel Preview screen, point at Play and press the A Button.



After a brief reminder to wear your Wii Remote strap, the title screen will appear.

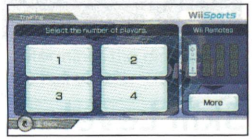


Main menu

Tennis - 1 to 4 players
Baseball - 1 to 2 players
Bowling - 1 to 4 players
Golf - 1 to 4 players
Boxing - 1 to 2 players
Training - 1 to 4 players
Fitness Test - single player

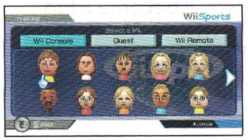
Selecting the Number of Players

On this screen, you can set the number of players for your game.



Add Wii Remotes

If you need to add more Wii Remotes, point at More and press the A Button. Then add a Wii Remote for each player. Aim each Wii Remote at the screen and press the 1 and 2 Buttons at the same time to register it.



Select Mii

Select which Mii you will use. Select Wii Console to choose a Mii stored on this Wii Console. Select Guest to choose a generic Mii. Select Wii Remote to load a Mii that has been stored on your Wii Remote.

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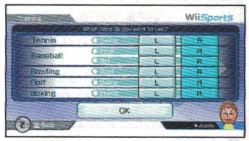
About Miis

Wii Sports uses the Miis you create in the Mii Channel to play the game. Wii Sports automatically saves the records (such as your personal best in each game) of each player.

Please be aware that your records will not be saved when you play with a guest Mii or one stored in the Wii Remote. In addition, if you delete a Mii from the Mii Channel, the saved data for that Mii is also erased. Be very careful when deleting a Mii – once a play record is erased, you cannot recover it. Please refer to the Wii Operations Manual for information on making Miis in the Mii Channel.

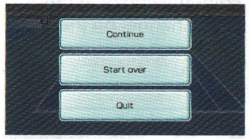
Selecting a Play Style

Choose which hand to use for each sport, and then point at OK and press the A Button.



Pause menu

Press the +Control Pad during a game to open the pause menu.



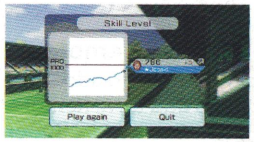
Continue – Resume the game in progress.
Start over – Start this game over from the beginning.
Quit – Quit the current game and return to the menu.
HOME menu – Press the HOME Button during a game to open the HOME menu.

HOME menu

Wii menu – Return to the Wii Menu
Reset – Return to the title screen
Wii Remote settings – Adjust Wii Remote volume, rumble feature setting, and connections.

Skill Level

The screen shows your Mii's skill level. Your skill level won't change when you play against another player in tennis, baseball, or boxing.



Your skill level increases or decreases depending on how well you play. When your skill level goes above 1,000 points, you'll become a Pro. However, if your skill level drops again, you can lose the title. The Wii Message Board records the days you rose to Pro status or lost your Pro title, as well as when you set high scores.

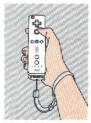
Please read the Wii Channel Manual for more information about the Wii Message Board.

Tennis

1 to 4 players

Simply swing the Wii Remote to play a match of doubles tennis. You don't need to press any buttons. Each player needs his own Wii Remote.

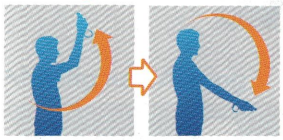
The team that wins the required number of matches first wins the game.



Holding the Wii Remote *(for right-handed players)*

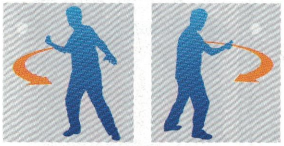
- Hold it as would hold a tennis racket.
- Put your wrist through the Wii Remote strap and fasten it to prevent it from escaping your hand.
- Swing gently.

Serving



- Swing the Wii Remote up...
- and then down to serve the ball.
- Toss the ball up. You also can toss with the A Button.
- Hit the ball.

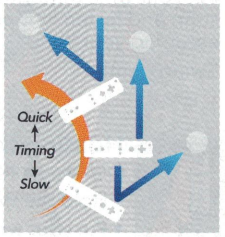
Strokes



Forehand Backhand

- Judge the ball direction and swing accordingly. When the ball comes to your right, swing on the right side. When the ball approaches your left side, swing on the left. You can lob and give the ball a spin depending on how you hit.

Controlling the Ball



The timing of your stroke determines the direction the ball travels.

Saving Your Game

Wii Sports requires two blocks to save.

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Baseball

1 to 2 players

Play a simple baseball game with a batter and pitcher. Fielding and running are handled automatically, so you can focus on the action. For a two-player game, you will need two Wii Remotes.

The game ends after three innings. If one player scores more than five runs over his opponent, the mercy rule applies, ending the game.

Holding the Wii Remote

(batting for right-handed players)

- Hold the Wii Remote with both hands, just like you would a baseball bat. Hold it so the button side faces toward you.
- Put your wrist through the Wii Remote strap and fasten it to prevent it from escaping your hand.
- Swing gently.

Batting

- Swing the Wii Remote as the ball crosses the plate – just like in real baseball!

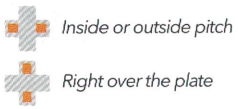
Holding the Wii Remote

(pitching for right-handed players)

- Hold the Wii Remote in your pitching hand.
- Put your wrist through the Wii Remote strap and fasten it to prevent it from escaping your hand.
- Swing gently.

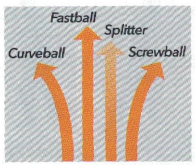
Pitching

- Swing down the Wii Remote as if you would throw the ball. The speed of the ball changes depending on how quickly you swing the Wii Remote.



Breaking Balls

(for right-handed players)



Hold down one of the buttons below and swing the Wii Remote.

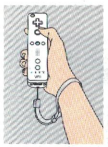
None	*Fastball*
A	*Curveball*
B	*Screwball*
A + B	*Splitter*

Bowling

1 to 4 players

Roll a bowling ball with a simple sweep of your arm. You can also change the spin of your ball. Play with up to four players using a single Wii Remote.

Play a ten-frame game and compete for the best score.

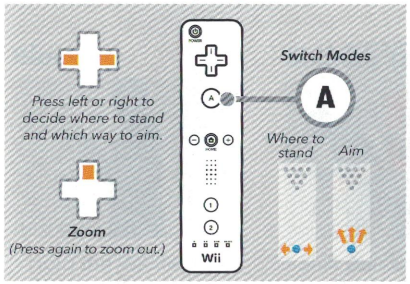


Holding the Wii Remote

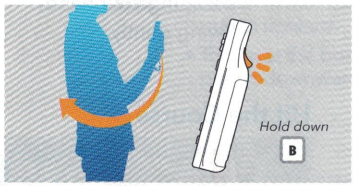
(for right-handed players)

- Hold the Wii Remote in your throwing hand.
- Put your wrist through the Wii Remote strap and fasten it to prevent it from escaping your hand.
- Swing gently.

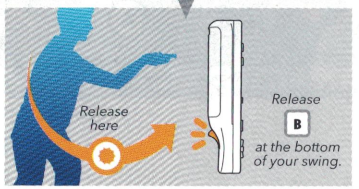
Moving and Aiming



Throwing the Ball



- Raise the Wii Remote to your chest and swing back.



- Swing as if you are rolling a real bowling ball.
- Twist the Wii Remote to give the ball spin.

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Golf

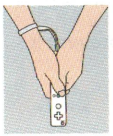
1 to 4 players

Swinging the club is as easy as swinging your Wii Remote. Up to four players can share a single Wii Remote.

The player with the fewest total strokes wins the game.

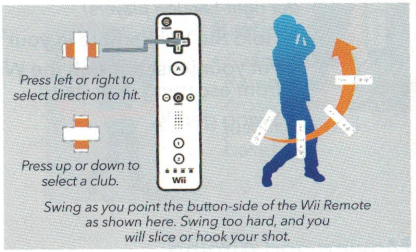
Holding the Wii Remote

(for right-handed players)



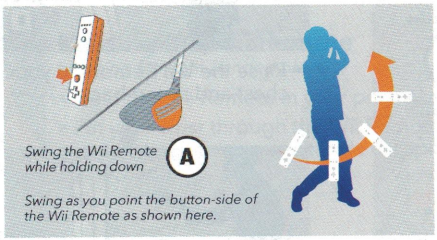
- Hold the Wii Remote with both hands, just like you would a golf club.
- Put your wrist through the Wii Remote strap and fasten it to prevent it from escaping your hand.
- Swing gently.

Practicing Your Swing

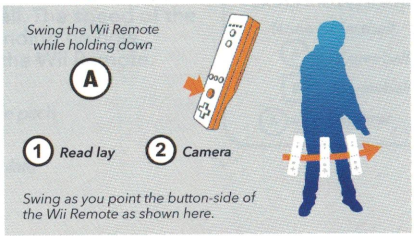


Swing as you point the button-side of the Wii Remote as shown here. Swing too hard, and you will slice or hook your shot.

Hit the Course



Putting


Swing the Wii Remote while holding down
A
1 Read lay
2 Camera
Swing as you point the button-side of the Wii Remote as shown here.

Power Gauge

The power gauge appears on the screen when you make a swing. If you swing at 50% power on the gauge, the ball will land at a point halfway down the line that appears on the course map in the lower right. (Ball carry depends on whether the wind is blowing and if the ball lands in a bunker or in the rough.)

Boxing

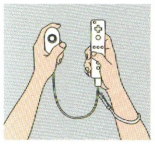
1 to 2 players

Boxing uses both the Wii Remote and Nunchuk. When two players fight against each other, each player needs a Wii Remote and Nunchuk.

Each match has three one-minute rounds. The first player to be knocked out loses. If no one wins after three rounds, the winner is declared by judge's decision.

Holding the Wii Remote

(for right-handed players)



- Clutch the Wii Remote and Nunchuk in front of your chest and hold them up.
- Put your wrist through the Wii Remote strap and fasten it to prevent it from escaping your hand.
- Swing gently.

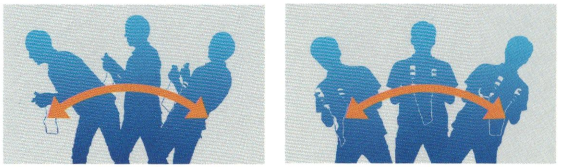
Punching

- Thrust out the Wii Remote and Nunchuk to punch with those hands.
- To aim at the head, punch upward.
- To aim at the body, punch downward.

Blocking

- Hold the Wii Remote and Nunchuk in front of you to block.

Shifting Your Position



- Shift your body forward, back, left and right while holding the Wii Remote and Nunchuk.

Training Mode

There are three training games per sport. You can play each training game with 1-4 players. Multiple players can share a single Wii Remote. Players earn platinum, gold, silver, or bronze medals depending on their performance. The date you earn your medals will be recorded on the Wii Message Board. *(See the Wii Channel Manual for information on the Wii Message Board.)*

Wii Fitness Test *(Once a day per Mii)*

This fitness exam selects three training games for you to play. You will be judged on balance, stamina, and speed, and the combined results will determine your Wii Fitness Age. The results will be recorded on the Wii Message Board.

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